

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of

TRIMBY et al Atty. Ref.: 36-2016

Serial No. 10/594,123 TC/A.U.: Unknown

Filed: September 25, 2006 Examiner:

For: PATHFINDING SYSTEM

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May 16, 2007

Commissioner for Patents P.O. Box 1450 Alexandria, VA 22313-1450

Sir:

INFORMATION DISCLOSURE STATEMENT

Attention is directed to the attached PCT International Search Report and GB Search Report in a counterpart of this application and to a copy of each non-US patent document newly cited therein. Additional documents known to the inventors are also attached together with Form PTO/SB/08a.

Official consideration and citation of all identified documents is requested.

Respectfully submitted,

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INFORMATION DISCLOSURE CITATION

ATTY, DOCKET NO.

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(Use several sheets if necessary)

TRIMBY et al
FILING DATE

GB Search Report dated 17 June 2004

International Search Report dated 8 June 2005 Bach, Rogot World – Robots, Life & Creativity GROUP

SERIAL NO.

September 25, 2006

Unknown

U.S. PATENT DOCUMENTS *EXAMINER FILING DATE INITIAL DOCUMENT NUMBER DATE SUBCLASS IF APPROPRIATE NAME CLASS 6038509 03/2000 Poppen et a. 6192314 B1 02/2001 Khavakh et al. 5652706 07/1997 Morimoto et al. 5911775 06/1999 Tanimoto 6038509 03/2000 Poppen et al. 2002/0175918 A1 11/2002 Barber 5893081 04/1999 Poppen 2002/0059025 A1 05/2002 Kim et al. FOREIGN PATENT DOCUMENTS TRANSLATION **DOCUMENT** DATE COUNTRY CLASS **SUBCLASS** YES NO 0805336 A2 11/1997 Europe 2000-258176 09/2000 Japan х 12/1997 0811960 A1 Europe OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

*Examiner	1	Date Considered		
Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; drawin line through citation if not in conformance and not considered. Initial				
this form with next communication to application.				

Bowman et al., "A Methodology for the Evaluation of Travel Techniques for Immersive Virtual Environments"

Baxter et al., "A Hierarchical Distributed Planning Framework for Simulated Battlefield Entities"

Fredriksen, "Middleware Solutions for Artificial Intelligence in Computer Games